
Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:04:00 GMT

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quote:Originally posted by 47214721:mammoths are too expensive, there nice when you have a lot of extra credits.but med tanks are cheaper, faster but a little less firepower and armor.and for the APC/Hummer rush:use a hotwire and use the proxy's to defend youre ion cannon beacon.It's so nice to hear *boink* *boink* *Nod obelisk destroyed* Mediums have half the firepower of mammoths and don't have the nice anti-infantry missiles. Mammoths also have 50\% more health/armor. Usually I'll take a medium out first and by the time that is gone I'll have plenty for a mammoth. Sure they're slow, but when you're rushing the Nod base speed isn't very important.. just hold the forward key, shoot at the target, and do that until you die or until the building is destroyed.I don't know what the problem is but I rarely get an APC rush to work on this map. My APC is destroyed by the obelisk before I can even get inside their base. Two APCs should work, except it's hard enough to get enough volunteers to fill one APC for a rush.
